Joalor64 Engine: All You Need to Know

Modding

This engine takes modding one step further with some new mod folders:

* Menu Difficulties
* Stages
* Notestyles
* Credits
* Pixel UI

For your custom menu difficulties, make sure it is in the form of a .png. The file MUST be 314px by 104px. The stages folder is for when your custom stage needs to be in the path, “mods/images/stages”. Your custom notestyles go in the notestyles folder. For the credits, draw your credit icon and put it in mods/images/credits. Then, put your credits in a .txt file. The format used is:

Heading

name::description::link::color

Be sure to put your credits in mods/data.

Also, put your custom pixel notes in mods/images/pixelUI.

Changelog

The changelog is where recent changes in the engine will be recorded.

[V1.0.0] 2022-4-14

Added

Uhh…everything. This is literally the engine’s release. That’s all lol.

Scripts

Note: Credit goes to everyone on the Psych Engine Discord Server who made these scripts.

The scripts included in this engine are:

* Watermark
  + Appears at the bottom left corner during gameplay.
* Health Counter
  + 100% - 0%.
* Space to V-Pose
  + No further explanation needed.
* Ratings during Gameplay
  + Appears in the top right corner. S+, S, A, B, C, D, F.
* Dave and Bambi Styled Icon Bopping
  + I forgot where I found this, but it wasn’t on the server lol.
* Rank Screen at the End of a Song
  + Displays your rank after a song. It counts your Sicks, Goods, Bads, S\*\*\*s and Misses, along with an S, A, B, C, D or F.